

# Tennessee Education Lottery

# Estimates for Net Lottery Proceeds & After-School Funding

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Fiscal Review Committee Staff
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**Net Lottery Proceeds** 

After-School Funding

**Total State Proceeds** 

# Historical Results

Category	FY12-13	FY13-14	FY14-15	FY15-16
Total Net Revenue	\$1,280,366,277	\$1,323,572,632	\$1,372,982,180	\$1,515,551,310
Prize Expense	\$812,547,301	\$850,790,713	\$881,103,549	\$965,989,002
Retailer Commissions	\$89,258,881	\$92,492,072	\$96,338,232	\$106,145,236
Operating Expense	\$16,916,511	\$17,313,853	\$18,493,366	\$18,191,834
Other Expenses	\$40,101,263	\$39,994,473	\$41,109,343	\$42,762,673
Total Expenses	\$958,823,956	\$1,000,591,111	\$1,037,044,490	\$1,133,088,745

\$322,981,521

\$14,290,845

\$337,272,366

\$382,462,565

\$11,586,227

\$321,542,321

\$18,170,504

\$339,712,825

\$335,937,690

\$11,847,864

\$347,785,554



## Actual Growth in FY15-16

	<u>Category</u>	<u>FY14-15</u>	<u>FY15-16</u>	<u>Growth</u>
	Total Net Revenue	\$1,372,982,180	\$1,515,551,310	10.4%
	Total Expenses	\$1,037,044,490	\$1,133,088,745	9.3%
NET	LOTTERY PROCEEDS	<u>\$335,937,690</u>	<u>\$382,462,565</u>	<u>13.8%</u>
Af	ter-School Proceeds	\$11,847,864	\$11,586,227	-2.2%
ТОТ	AL STATE PROCEEDS	<u>\$347,785,554</u>	\$394,048,792	<u>13.3%</u>



## Instant Game Growth in FY15-16

Price Point	Percent of Instant Game Sales	FY14-15 Gross Sales (Millions)	FY15-16 Gross Sales (Millions)	Percent Sales Growth	Dollar Growth (Millions)
<b>\$1</b>	7.2%	\$94.5	\$93.8	-0.7%	-\$0.7
\$2	16.1%	\$216.4	\$210.5	-2.7%	-\$5.9
\$3	8.2%	\$91.1	\$106.7	17.1%	\$15.6
<b>\$5</b>	22.4%	\$280.7	\$291.8	4.0%	\$11.1
<b>\$10</b>	20.3%	\$225.4	\$265.4	17.7%	\$40.0
\$20	12.2%	\$166.2	\$159.5	-4.0%	-\$6.7
<b>\$25</b>	9.7%	\$145.7	\$126.5	-13.2%	-\$19.2
\$30	3.9%	\$0.0	\$50.3	N/A	\$50.3
Total	100.0%	\$1,220.0	\$1,304.5	6.9%	\$84.5



#### Growth in Numbers Games – FY15-16

#### • *CASH 3*:

- FY14-15 sales: \$58,877,821
- FY15-16 sales: \$61,561,055
- FY15-16 dollar growth: + \$2,683,234
- FY15-16 percent growth: + 4.6%

#### • CASH 4:

- FY14-15 sales: \$33,359,486
- FY15-16 sales: \$35,065,799
- FY15-16 dollar growth: +\$1,706,313
- FY15-16 percent growth: + 5.1%



#### Hot Lotto Growth in FY15-16

- FY14-15 sales: \$15,349,247
- FY15-16 sales: \$11,292,846
- FY15-16 dollar growth: -\$4,056,401
- FY15-16 percent growth: -26.4%

Fiscal Year	Average Jackpot Cycle	Highest Jackpot Cycle	Drawings with Jackpots \$5,000,000 or More	Jackpot Winners
FY14-15	\$5,657,788	\$11,710,000	56	1
FY15-16	\$2,229,524	\$9,850,000	1	4



#### Tennessee Cash Growth in FY15-16

- FY14-15 sales: \$19,594,124
- FY15-16 sales: \$17,369,787
- FY15-16 dollar growth: \$2,224,337
- FY15-16 percent growth: 11.4%

Fiscal Year	Average Jackpot Cycle	Highest Jackpot Cycle	Drawings with Jackpots \$1,000,000 or More	Jackpot Winners	
FY14-15	\$650,000	\$1,690,000	16	8	
FY15-16	\$435,657	\$950,000	0	10	



## Mega Millions Growth in FY15-16

- FY14-15 sales: \$39,201,166
- FY15-16 sales: \$37,369,086
- FY15-16 dollar growth: \$1,832,080
- FY15-16 percent growth: 4.7%

Fiscal Year	Average Jackpot Cycle	Highest Jackpot Cycle	Drawings with Jackpots \$250.0 Million or More	Jackpot Winners	
FY14-15	\$93,761,905	\$321,000,000	5	6	
FY15-16	\$101,682,692	\$390,000,000	8	6	



#### Powerball Growth in FY15-16

- FY14-15 sales: \$87,824,273
- FY15-16 sales: \$147,366,941
- FY15-16 dollar growth: + \$59,542,668
- FY15-16 percent growth: + 67.8%

Fiscal Year	Average Jackpot Cycle	Highest Jackpot Cycle	Drawings with Jackpots \$250.0 Million or More	Jackpot Winners
FY14-15	\$104,878,846	\$500,000,000	5	14
FY15-16	\$160,232,381	\$1,586,400,000	15	7



## All Jackpot Games in FY15-16

- Includes Powerball, Mega Millions, Hot Lotto, and Tennessee Cash
- FY14-15 combined sales: \$161,968,810
- FY15-16 combined sales: \$213,398,660
- FY15-16 net dollar growth: + \$51,429,850
- FY15-16 percent growth: + 31.8%

Game	FY14-15	FY15-16	Difference	Percent Change
Powerball	\$87,824,273	\$147,366,941	\$59,542,668	67.8%
Mega Millions	\$39,201,166	\$37,369,086	(\$1,832,080)	-4.7%
Hot Lotto	\$15,349,247	\$11,292,846	(\$4,056,401)	-26.4%
TN Cash	\$19,594,124	\$17,369,787	(\$2,224,337)	-11.4%
Total	\$161,968,810	\$213,398,660	\$51,429,850	31.8%



## Cash 4 Life

- New Game introduced in November 2015
- Top Prizes: \$1,000 a day for life;
   \$1,000 a week for life;
- Generated significant incremental revenue in FY15-16: +\$12,444,910
- Helped offset the negative growth of Mega Millions,
   Tennessee Cash, and Hot Lotto: \$8,112,818
- Net increase of \$4,332,092



# Recap for FY15-16

- □ *Total net revenue:* \$1,515,551,310; +10.4% growth
- □ *Net lottery proceeds:* \$382,462,565; + 13.8% growth
- ► Good growth (6.9%) from instant games 80.2% of sales
- Better-than-average growth (4.8%) from Cash 3 and Cash 4
   5.9% of sales
- Extraordinary growth (31.8%) from jackpot games 13.1% of sales
  - Due exclusively to growth of sales for Powerball
  - Despite significant negative growth for Mega Millions, Hot Lotto, and Tennessee Cash
- Incremental revenue Cash 4 Life 0.8% of sales



#### FY16-17: Year-to-Date

- □ *Total Net Revenue:* + 5.2% (as of 9/30/2016)
  - Instant Games: 1.5%
  - **Cash 3 and Cash 4:** + 2.9%
  - **■** *Jackpot Games (PB, MM, HL, TC):* + 24.4%
  - Cash 4 Life: ≈ \$3,082,200 incremental revenue
- □ *Total Expenses:* + 4.7% (as of 9/30/2016)
  - **■** *Prize Expense:* + 4.8%
  - Total Expenses / Total Net Revenue: 74.5%
- □ Net Lottery Proceeds (NLP): + 6.7% (as of 9/30/2016)
  - Net Lottery Proceeds / Total Net Revenue: 25.5%



## Assumptions for FY16-17

- No matrix changes to any of the four jackpot games
- No structural changes to Cash 3 or Cash 4
- Launch of at least one new spotlight instant game and/or some other type game between February and May 2017.
- Two additional jackpot cycles above \$400 million in PB
- Two additional jackpot cycles above \$250 million in MM
- No significant changes to retailer base or incentives provided to retailers
- No legislative action impacting sales or proceeds
- Total Expenses = 75.0% of Total Net Revenue
- Net Lottery Proceeds = 25.0% of Total Net Revenue



#### FY16-17 Estimates

	Low	Median	Upper
Instant Games (Net)	\$1,205,800,000	\$1,214,900,000	\$1,224,000,000
Cash 3 and Cash 4	\$97,000,000	\$98,000,000	\$99,000,000
PB, MM, Hot Lotto, & TN Cash	\$162,000,000	\$169,000,000	\$176,000,000
Cash 4 Life	\$10,000,000	\$11,000,000	\$12,000,000
Misc. Revenue	\$3,600,000	\$3,800,000	\$4,000,000
Total Net Revenue	\$1,478,400,000	\$1,496,700,000	\$1,515,000,000
Total Expenses (75.0%)	\$1,108,800,000	\$1,122,500,000	\$1,136,300,000
NET LOTTERY PROCEEDS (25.0%)	\$369,600,000	\$374,200,000	\$378,700,000
After-School Funding	\$11,500,000	\$12,500,000	\$13,500,000
TOTAL STATE PROCEEDS	\$381,100,000	\$386,700,000	\$392,200,000



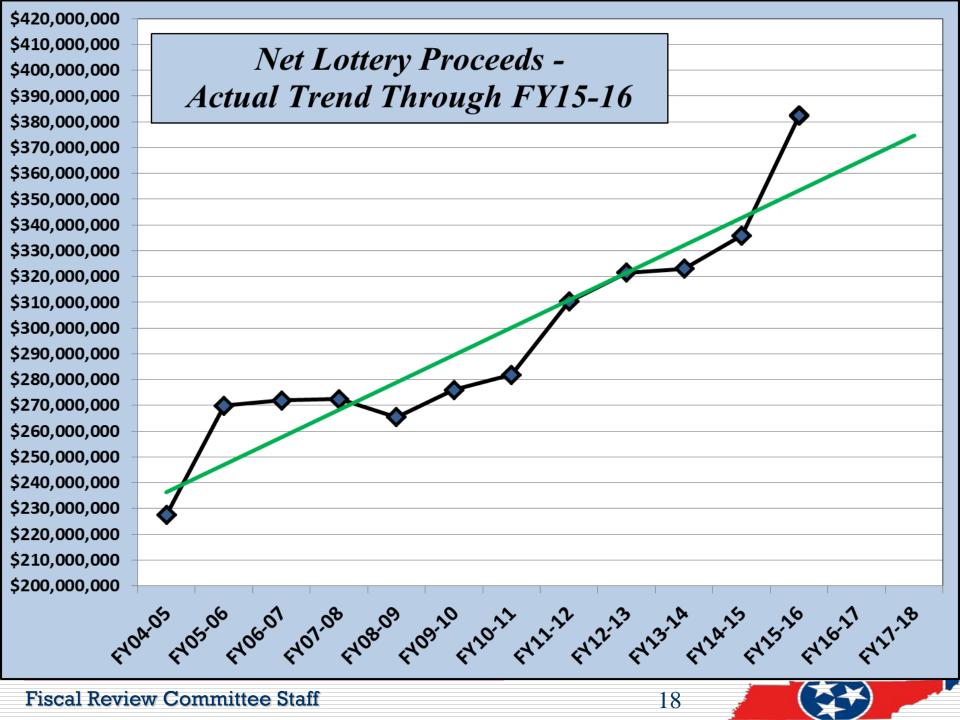
## Assumptions for FY17-18

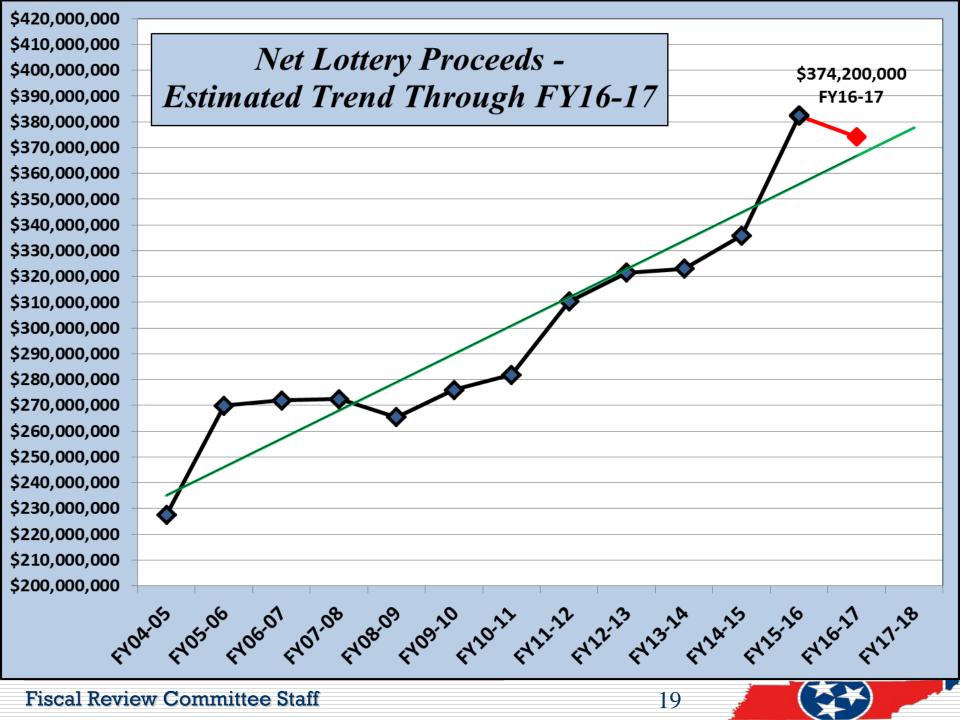
- No matrix changes to any of the four jackpot games
- No structural changes to Cash 3 or Cash 4
- Launch of at least one new spotlight instant game and/or some other type game between February and May 2018.
- At least two jackpot cycles above \$400 million in PB
- At least two jackpot cycles above \$250 million in MM
- No significant changes to retailer base or incentives provided to retailers
- No legislative action impacting sales or proceeds
- Total Expenses = 75.2% of Total Net Revenue
- Net Lottery Proceeds = 24.8% of Total Net Revenue

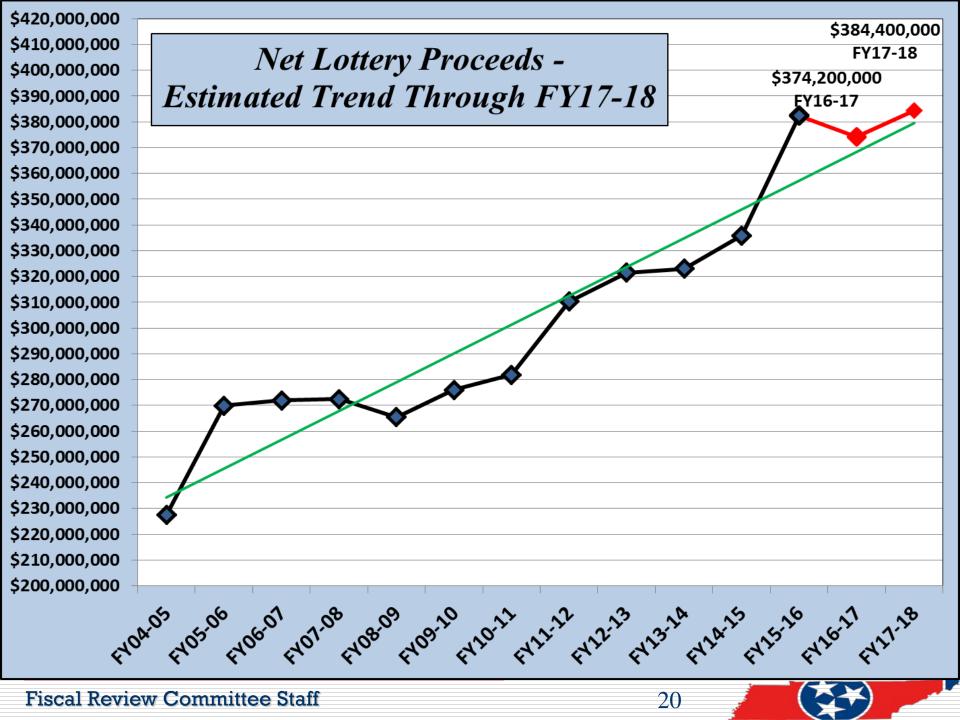


#### FY17-18 Estimates

	Low	Median	Upper
Instant Games (Net)	\$1,263,400,000	\$1,269,500,000	\$1,275,600,000
Cash 3 and Cash 4	\$98,000,000	\$99,500,000	\$101,000,000
PB, MM, Hot Lotto, & TN Cash	\$154,500,000	\$167,000,000	\$179,500,000
Cash 4 Life	\$9,000,000	\$10,000,000	\$11,000,000
Misc. Revenue	\$3,600,000	\$3,800,000	\$4,000,000
Total Net Revenue	\$1,528,500,000	\$1,549,800,000	\$1,571,100,000
Total Expenses (75.2%)	\$1,149,400,000	\$1,165,400,000	\$1,181,500,000
NET LOTTERY PROCEEDS (24.8%)	\$379,100,000	\$384,400,000	\$389,600,000
After-School Funding	\$12,000,000	\$13,000,000	\$14,000,000
TOTAL STATE PROCEEDS	\$391,100,000	\$397,400,000	\$403,600,000









# Subsequent Years

- ☐ Growth beyond FY17-18 is difficult to forecast due to a number of unknown factors such as:
  - Changes to payout ratios
  - Matrix changes to jackpot based games
  - Structure changes to pari-mutuel and online games
  - Legislative action
  - Varying jackpot cycles
  - New and discontinued games
  - Changes to retailer base
  - Changes in advertising
  - Changes in economy



### FY18-19, FY19-20, & FY20-21

- Over the last five years, the TELC's average growth rate for lottery proceeds has been 3.2% per year.
- The industry average growth rate for lottery proceeds has been 1.1% per year.
- FRC has assumed: 3.5% annual revenue growth and 1.8% annual proceeds growth.

	FY18-19	FY19-20	FY20-21
Total Net Revenue	\$1,604,043,000	\$1,660,185,000	\$1,718,291,000
Total Expenses	\$1,212,724,000	\$1,261,822,000	\$1,312,757,000
Net Lottery Proceeds	<u>\$391,319,000</u>	<u>\$398,363,000</u>	<u>\$405,534,000</u>
After-School Funding	\$13,000,000	\$13,500,000	\$14,000,000
Total State Proceeds	<u>\$404,319,000</u>	<u>\$411,863,000</u>	<u>\$419,534,000</u>

